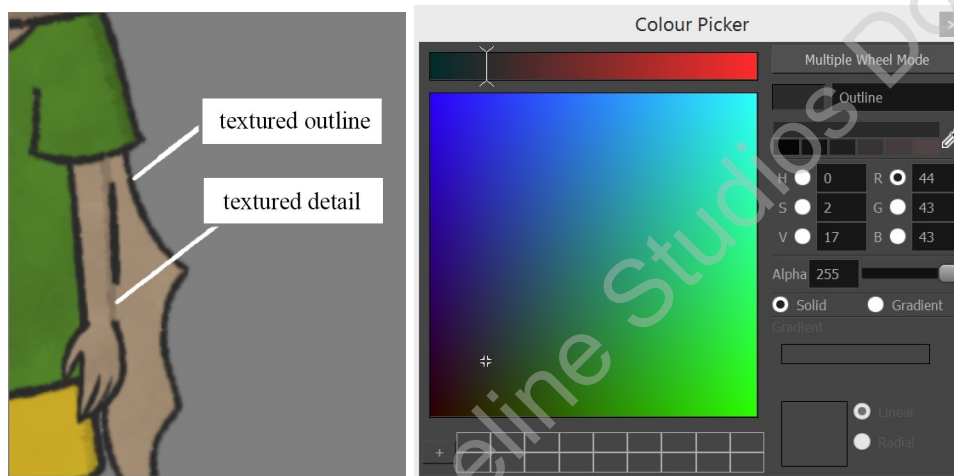


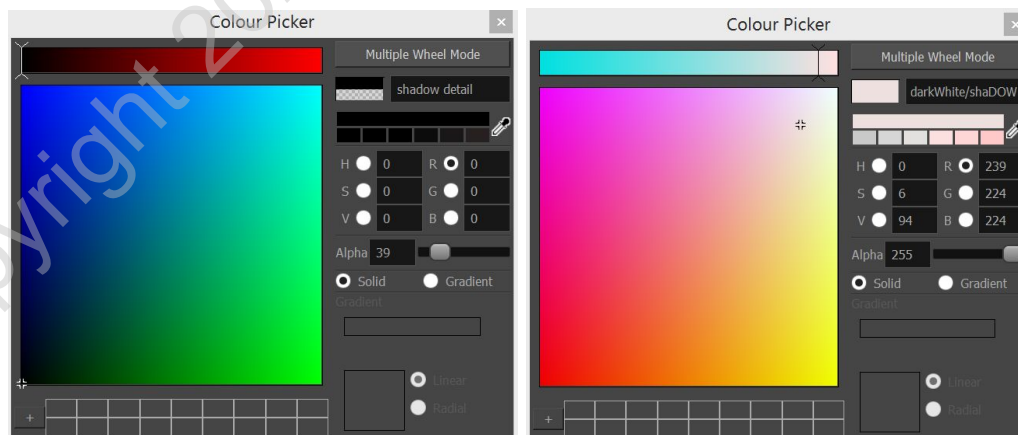
Character and Prop Notes -

- Adjust all [Harmony settings](#) prior to starting
- Each design file will now have the **UPDATED** template with a properly scaled Elinor inside of it, no need to change the template, it is all set up for you.
- Make sure the pencil snap lines are turned off.
- Palettes are to be named to **MATCH** the name of the file you are working on. Applies to both **character** and **prop**.
- Seasonal palettes will be created in each character as a cloned palette with the proper adjustments made across all characters. Stay tuned for details.

Characters outer line is a textured line, found in the design template - labelled as - **ET_Line** - all characters have the same colour as an outline



Characters shading line is a textured line, found in the design template - labelled as - **ET_Shading** - all characters will have the same shading line except for Elinor, her's is pink. NO shading lines on the hands.

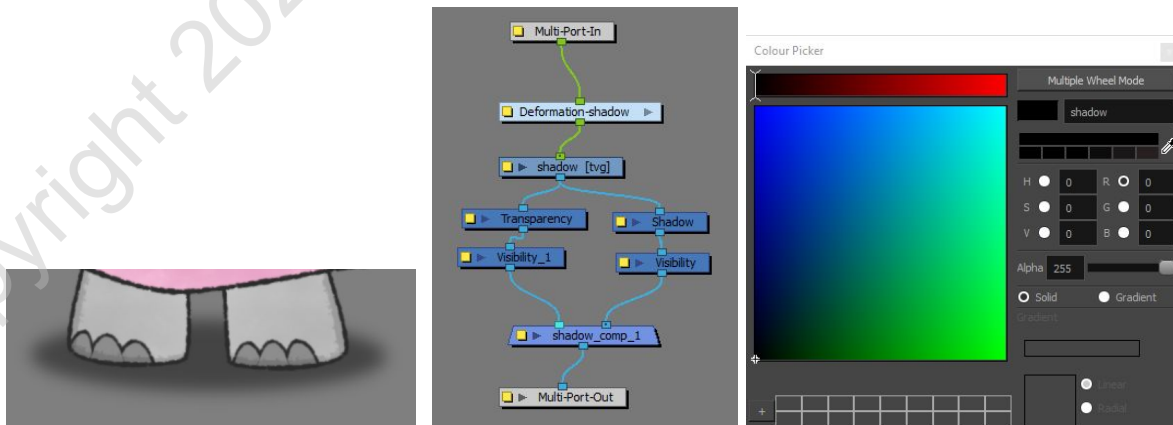


All character shading lines are to be added to the outer area of the limbs and are to remain consistent throughout.

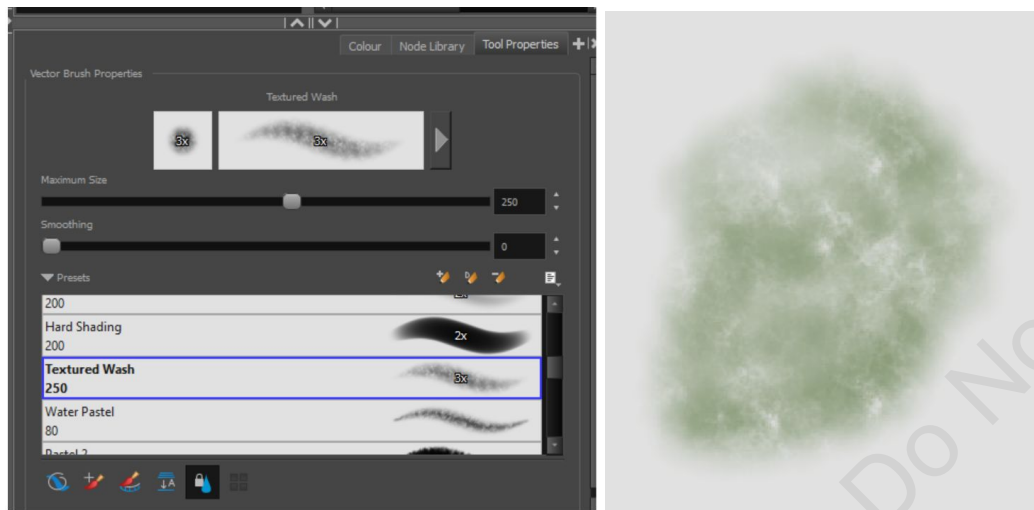


Shadow under the character

All characters are to have a shadow underneath of them. Please be mindful of its placement, needs to make sense visually and sit comfortably underneath.



Characters all have an OL Textured Wash brush that is colour specific to their person, also found in the design template - labelled as - **Textured Wash**



Specific clean up notes -

Character clean up

Face outline - textured line is to be set to 14

Mouth - textured line is to be set to 10, with a 6.5 rounded taper at the end

Eyes - textured line is to be set to 7 with a fill

Nose - textured line is to be set to 11

Ears - textured line is to be set to 15.5 with tapers/ inner line set to 8.5 with tapers

Eyebrows - textured line is to be set to 13

Additional facial details/nose wrinkles/fur lines - textured line is to be set to 10

Neck - textured line is to be set to 11

Torso - textured line is to be set to 12.5 with a taper on top of 9.5

Skirt/Shorts - textured line is to be set to 12.5 with a taper on top of 9.5

Legs - textured line is to be set to 11

Feet - textured line is to be set to 12.5

Toe lines - textured line is to be set to 8.5 tapered at the end

Sleeves - textured line is to be set to 11.5 with a taper set to 10.5 at the top

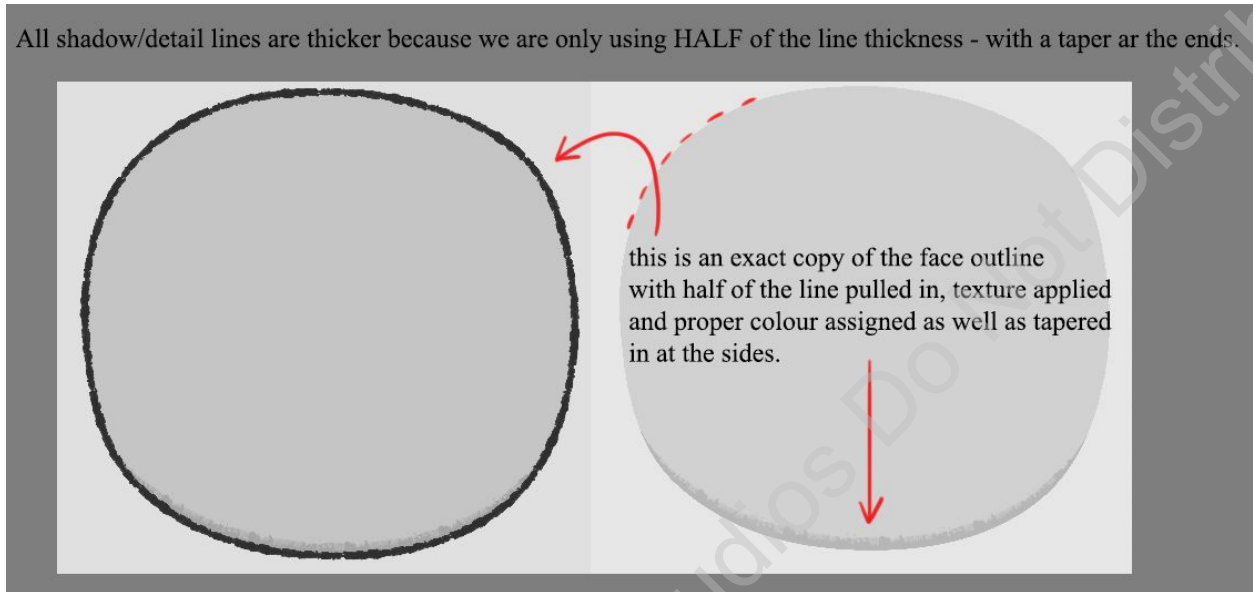
Arms - textured line is to be set to 10

Hands - textured line is to be set to 9 - back fingers set to 7

Shading clean up

All shading lines are 48.3 unless otherwise indicated.

Inside ear shadows etc will be thinner - adjust to 28



****Need answer about arms/legs shadow and if they will be handled in the rig****

Prop clean up

Textured line used is the same one that is used for characters that is found in the design template - labelled as - **ET_Line** - *all props have the same colour as an outline, which is the same colour as the characters outline. See image above.*

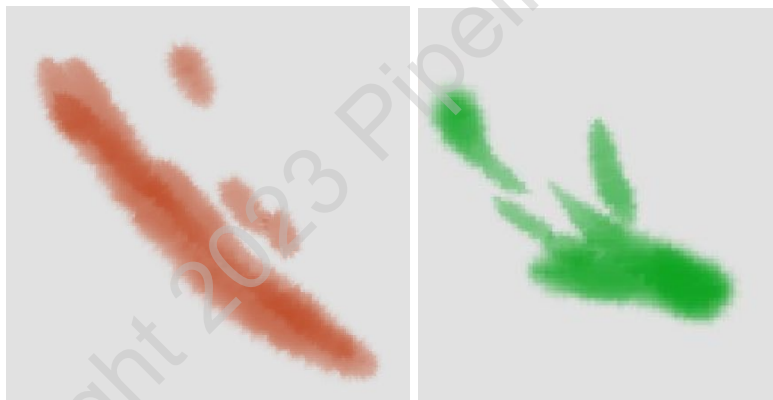
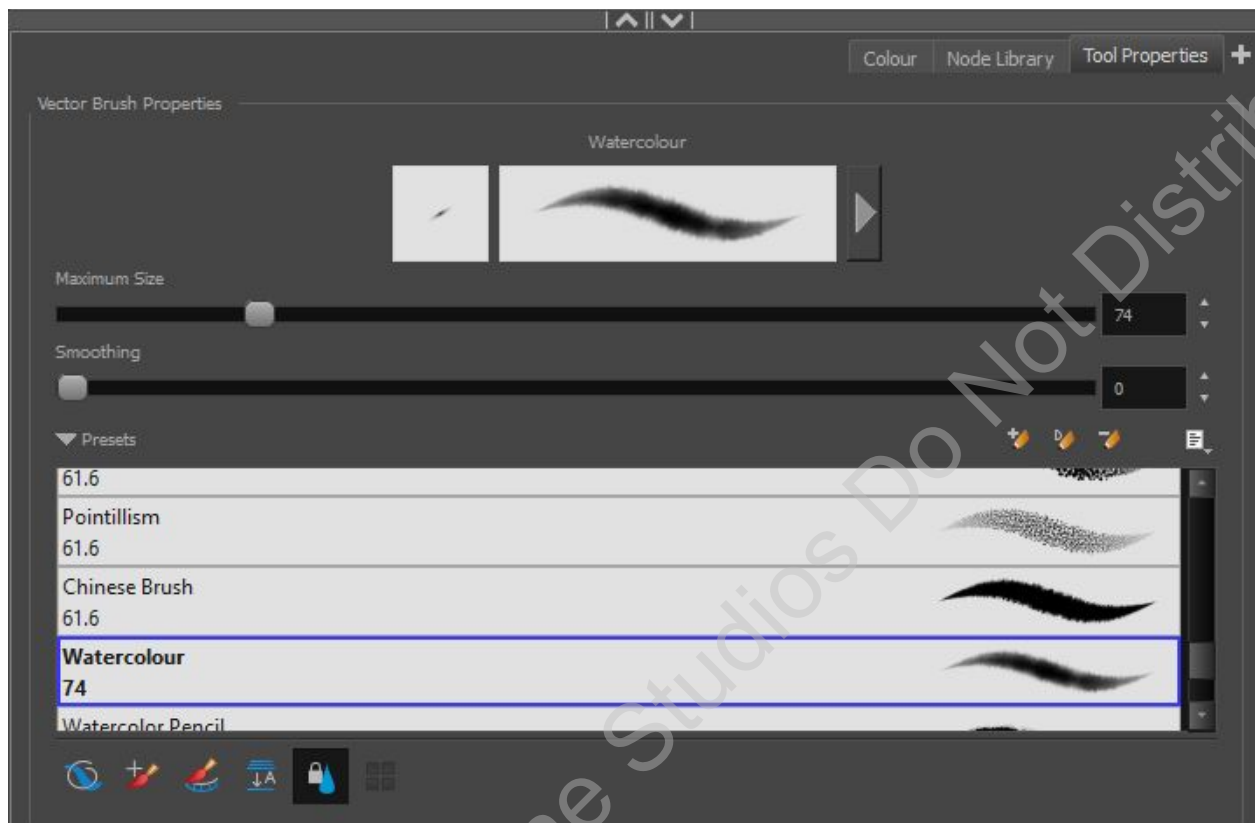
Outer textured line to be a 9

Inside details to be a 7

Tapered as needed to keep the soft sweet look



Props also have a textured brush to achieve the soft focus look -
Will be added into the harmony scaled file as **ET_Prop Texture brush**



These added brush markings need to be thoughtfully applied, in the proper places to accentuate curves and softness and will help them blend into the Elinor's Town world.

Mouth charts

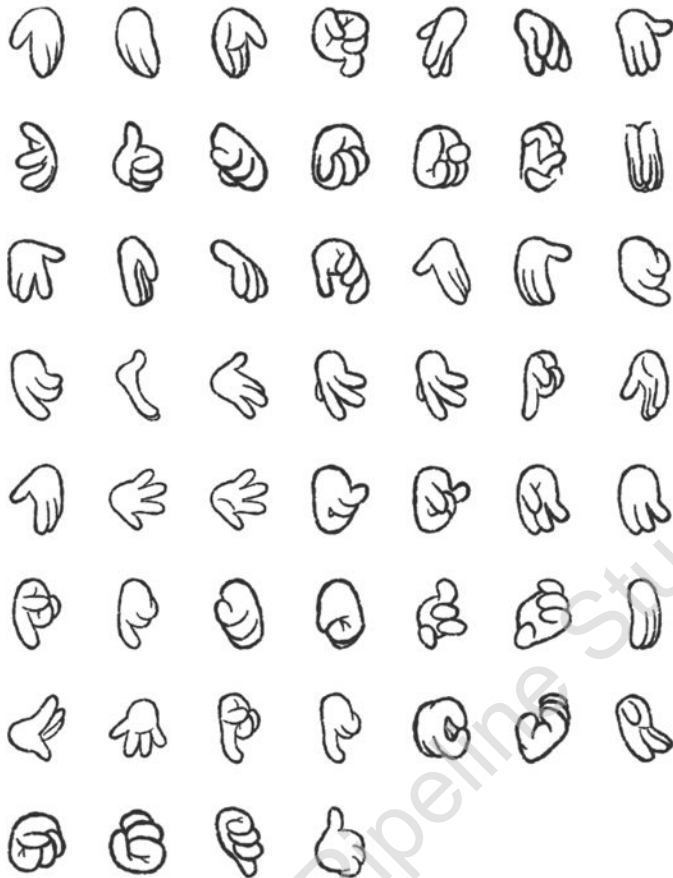
Moving forward ALL new characters will have a happy and sad mouth chart in each of the required views pending what is needed in the boards.

Each chart will include the following 10 poses in a happy/sad position -



Hand Charts

Moving forward all MAINS will receive these 53 hands drawn in the style of the character, including the hands in the rotation itself.



Elinor Hands June 18, 2018

Incidental characters will each have a smaller hand chart applied to their file - stay tuned for the image that shows all required hands

note about under the foot - all characters will need a drawings showing what the under part of the foot will look like, colour wise and if there will be an animal specific marking on it.

Design notes

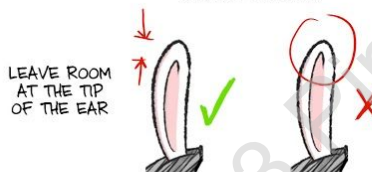
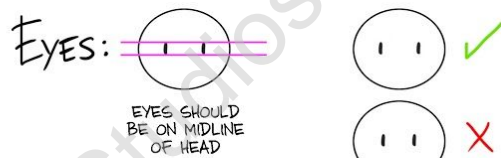
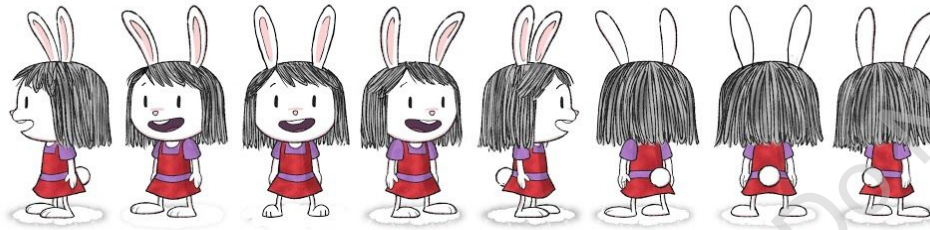
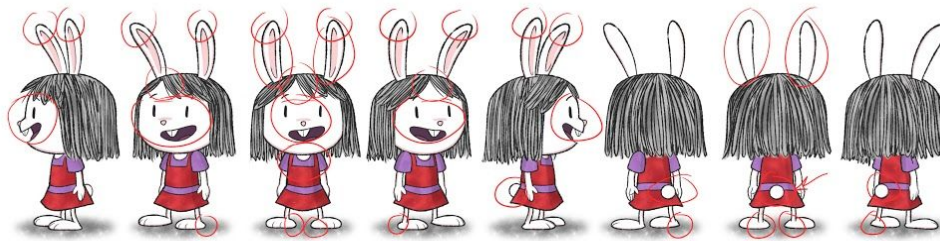
The style of Elinor's Town is a very soft and playful one, it is one that inspires wonder and curiosity about nature and the designs need to hold true to that message.

Our characters and prop designs will be closely knit to the scripts and how they are described. We need to capture the essence of the animals they are, the tools they are using, yet make sure they are believable and as engaging as the stories they are telling.

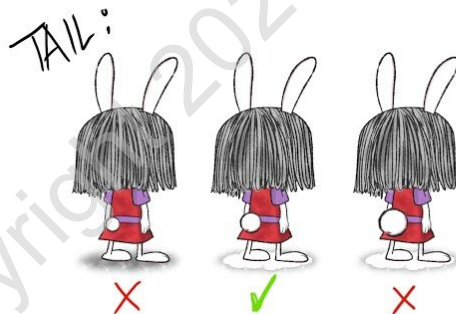
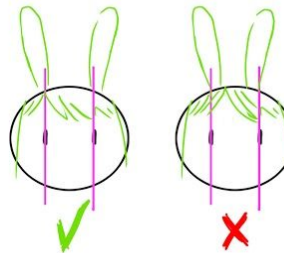
Characters are to always remain bipedal unless otherwise stated. Our cast loves to run, slide, play so our designs need to reflect that. Be mindful to not add details /textures to any joints as that may create some issues once we move into animation.

Each line drawn needs to help sell the ideas set forth by the creators. The key is to not overcomplicate the designs. Start with the basics, get the feel of the character/prop, add some love with some thoughtfully placed lines/textures all while keeping up the simplistic design style that we love.

All added details will be reserved for our up-close scientific moments.



HER BANGS CAN BE MESSY, BUT SHOULD GENERALLY BE PARTED AT THE SAME VERTICAL LINE AS HER RIGHT EYE AND EAR



This is a GREAT client reference to use when thinking about the placement of the details in our characters.

Brow Placement note from the client -



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